JANUARY / FEBRUARY 2019 • VOLUME 1 • NUMBER 4

Atari Age™ magazine

Parsec • Cloud Gaming • Future-Proof

Forever

CLASSIC ATARI GAMES • NEW INDIE TITLES • OPEN LINUX OS

ARI

Tomorrow Never Knows

Predictions vs Trends.

There's never been a shortage of bad prognostications for video games. Advancements are introduced that fail to fulfill, or are detrimental to the gaming experience. Others are merely gimmicks which fall by the wayside in the marketplace or never leave the tool-bench. Some are attempts to pile on features & useless complexity as developers flail hoping one will stick to the consumer's wall. However, there are many trends which point to probable outcomes for gaming. Combined with advancements in architecture, networks, software, & the combined capital of major companies, innovation can emerge. With the VCS, Atari provides a platform that is poised to embrace all of these trends. Setting the stage for the next visionary.

Cloud gaming.

Several contenders are putting massive effort & capital on streaming games through the internet with an agnostic hardware approach. No longer will limitations in horsepower or price impede future creativity for publishers & developers. Some are looking to create the a Netflix for gaming, Others look to change what gaming fundamentally means. This isn't hyperbole. It's a sea-change that's was a mere ripple in 2003 and 2015, set to reach shores in 2019. A wave that Atari is ready to surf.

Wine is on the menu.

Beyond emulation is Wine. A translation solution whose potential has been bottled-up since the 1990s. Wine and it's various forks looks to blow Their corks by erasing boundaries between flavors of PCs - particularly Linux systems - like the VCS.

2D or not 2D.

Media has been striving for more immersion ever since the 1960s. Gaming is no different. The tools for achieving this in Virtual Reality have trailed expectations for decades - but as leaps are made in VR hardware, software and development tools - more attention is now being paid to how users will interact with their environments and minimize physical risks while gaming in the virtual space.

The indie scene.

Since every Atari VCS owner will have the means to not only play games - but to create them, the opportunity to join the independent gaming scene grows larger. Novice efforts will abound, with many games to be regarded as "learning experiences". But with an ever deeper pool of independent talent, with unrestricted access to hardware and distribution, the odds of gaming innovation improves. Particularly for those who embrace creativity, freedom from restrictions and publishing outside the mainstream.

Steam power.

Steam has a long history of innovation in bringing games from large & small publishers to gamers outside the retail shelf. Steam's always embraced open-source software & unrestricted operating systems like Linux. Steam is not only looking to expand the marketplace for consumers but for developers alike in providing new ways more people can play by breaking through platform walls or even where those platforms are physically located. All of these developments are now available to users of the VCS. Today and Tomorrow.

Parsec

Universal Gaming.

In January of 2018, gaming escaped the gravity of dedicated platforms and the space they take up in the home, and the wallet. Parsec delivers gaming on any mobile device, Mac or Linux PC, from anywhere via remote ultra-low-latency video streaming. On average, Parsec delivers high-performance gaming streams at 60fps and 1080p, at speeds capable of playing traditional or twitch-style titles. Games can be streamed locally or from remote cloud-based clients. It's an idea that's been explored previously, but with the aid of Amazon Web Services & Paperspace, plus more recent developments, cloud gaming is set to jump into hyperspace. And Parsec is light-years in the lead.

From waiting to warp speed.

Conquering latency isn't the only feature of Parsec. Due to license agreements, games like Cuphead required other platforms to wait over a year for exclusivity agreements to expire. This was followed by months of additional waiting for the game to be ported. Now you don't have to wait. You can bypass limits imposed by licenses, or even developers who are unable or unwilling to port for other systems, and play them - immediately.

Play any game, today and tomorrow, forever.

The promise of Parsec, for VCS users using Ubuntu, is the ability to play AAA titles from the PC, independent of hardware limitations and incompatibilities, now - and into the distant future. With Parsec, the hardware wars are officially over. The empire of platform and licensing restrictions are finished faster than you can say "use the force".

Cloud

How it works.

Game streaming is - at it's core - about delivering dynamic video streams to the player from remote hardware. This frees up local resources and hardware headroom by putting all of the computational and GPU bandwidth into the cloud. The only limits are left to the local devices ability to render the incoming data streams whether they be 1080p or up to 4K. Parsec provides UDP video for both low-latency as well as responsive dynamic bitrates to insure that network conditions don't interfere with the gameplay experience and introduce more lag to the player. Security is also provided with industry standard DTLS and AES packet ciphers. Best of all, with the h.264 codec standard, all GPUs are supported including AMD which sits inside the VCS.

Welcome to Cloud City.

Parsec isn't the only player in the cloud-gaming universe. In late 2018, Steam Link migrated from a home-based peer-to-peer hardware system to a software based platform. It's still primarily home-based but is set to take off to the cloud. Sony in February has publicly admitted that cloud-gaming will inevitably replace the need for dedicated consoles and have been working hard in the cloud space since 2015. The Playstation Now service gives Sony customers access to Playstation 2 and 3 titles on their PS4. Microsoft has also thrown it's future into the clouds with their own streaming service announced - Project xCloud. The race is on to attain air-superiority with each company envisioning a Netflix model to play their titles on any device regardless of horsepower or brand. But there's one name we didn't mention. A company whose own product intro delayed this issue for a month.

Gaming

Google.

Formerly "Project Stream" - Google introduced on March 19 “Stadia”. Both as a platform, and a company, Stadia is poised to provide Google’s massive server network - one devoted to serving users search results, YouTube content and Google services - into a service to cloud-stream triple-A games. In their own words, "the data center will be the platform". And with over 7500 massive server-cluster nodes available worldwide, that’s an understatement.

Pegasus levels of horsepower.

Stadia looks to increase the base-level of streaming to 60fps 4K HDR video with future versions supporting 8K video - essentially the limits of human eyesight (Note for Aliens : we'll exceed that number purely for OEM bragging rights - you’re covered). Stadia's Linux-based architecture promises 10.7 GPU teraflops at launch, with 2X the power of current consoles, providing huge headroom for developers. All available for TV’s mobile devices, laptops & desktops via apps, web-browsers and plug-ins.

Changing the way people play.

The real game changer is beyond the platform - it also looks to revise people's expectations of what gaming is. Today, you sit - you play. With replayable save-states and live session links, players can switch from watching live-plays to joining in on the fun. Stuck gamers can swap to a save-state or tutorial level instantly. Multi-stream support provides dozens of views to command a battlefield. Bringing your own army of players is as simple as a Twitter link with gamers joining in anywhere, anytime, on any hardware. Including the Atari VCS.

Ceci n'est pas une émulateur
Magritte

Wine

Wine Is Not an Emulator.

Emulation is the creation of a 'Virtual Machine' that emulates every part of a computer from the CPU to the IO and memory management contained within a operating layer within another system. While you may think it's the domain of modern systems, it's been around before 1975 when Bill Gates and Paul Allen wrote Basic for the MITS Altair 8800. Gates & Allen emulated the Intel 8008 on a PDP-10 mainframe at Harvard. Without an Altair of their own to develop and debug their Basic Interpreter, they borrowed time from Harvard's lab and later a timesharing service in Boston. Most developments in computers and consoles have functioned similarly - emulating the core design and specifications of future hardware in development on currently-available systems prior to the eventual release in order to develop the OS and applications that would launch with the product.

Translation instead of emulation.

While emulation is fine, Wine is runtime. If the architecture being used supports Windows it's natural to assume that it could be used to translate system calls from another OS in order to run applications and games directly within a runtime environment which is faster and more versatile then brute-force emulation. The API calls are translated on the fly - which means that instead of simulating an entire machine and OS - which is slow - you're intercepting and translating API calls for a specific OS - namely Windows - which is fast.

Wine runtime also eliminates the need to procure a copy of Windows to run within a shell of the OS which will run on the Atari VCS - specifically Linux.

A twenty-five year old vintage.

1993 was a very good year for Wine. Started by Bob Amstadt and Eric Youngdale, Wine was begun to run Windows apps on Linux having been inspired by previous efforts to run Windows apps on Sun workstations running Solaris. Wine also took note of the failure of the Public Windows Initiative which folded under pressure from Microsoft in 1996 and instead chose a path to reverse engineer many proprietary function calls and undocumented low-level functions.

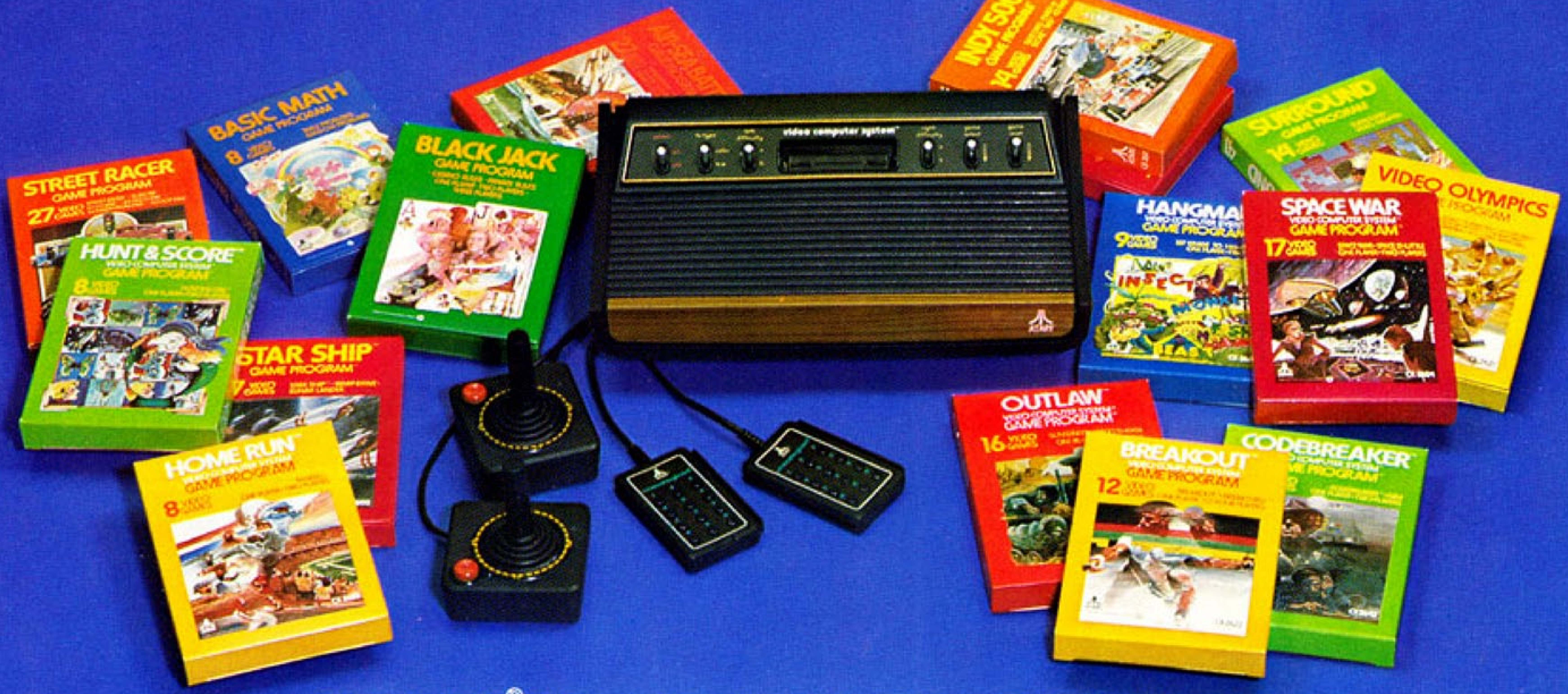
A moving target.

Windows OS and the hardware it supports is always changing and evolving and as a result Wine has been a never-ending example of product development and release. From 32bit to 64bit support and support for Direct X, Wine only went from beta to final 1.0 release after 15 years of development in June of 2008. Since solutions for implementation - namely games - require updates and revisions on a very dynamic rate - development versions are released every 2 weeks.

The future of Wine.

With corporate sponsorship from titans like Google, Wine is the ideal solution used by independent and large-scale software publishers. Games are routinely ported to other OSes using a custom wine layer or a fork developed by individuals, publishers or distribution companies like Valve - makers of Steam. These have insured that games and applications will not-only work on Linux today, but will continue to work despite advances in graphics and APIs, providing the freedom to switch from Windows.

THIS YEAR THE ATARI® VIDEO COMPUTER SYSTEM™ WILL OUTSELL ALL COMPETITION...AGAIN.



ATARI® IS READY TO DELIVER THE *MOST* GAMES, CARTRIDGES, AND CUSTOMERS...NOW.

1978 is the year of the programmable game. Consumers' attitudes toward video games have matured considerably. Now they're buying advanced electronics, sophisticated features, and, most of all, a great selection of challenging games. In fact, we're predicting that programmable video games will outsell non-programmables 3 to 1 this year. That's why Atari is totally committed to the production and expansion of the Video Computer System.

Atari has games and cartridges ready for immediate delivery. This summer we plan to have 16 Game Program™ cartridges, containing over 1000 games and variations, ready to ship. And by the Christmas holidays, we expect to add at least 4 exciting new cartridges.

New Keyboard Games add another dimension in play value. Now the Video Computer System has keyboard data entry. Strategy game hobbyists will welcome the calculator-style controllers. Like our other controllers, they're interchangeable and plug in easily. We've also made sure that the new keyboard games appeal to today's more demanding video game consumer. Fascinating, as well as fun, the first two keyboard Game Program cartridges are available for delivery now.

The Video Computer System is the most thoroughly pre-sold video game ever marketed. Atari starts by making a superior product with the best video game cartridges ever invented. Then we make sure that consumers know it. With heavy network and spot television beginning well before your key selling season. And with major consumer print in opinion-leading publications like People, Playboy, and Sports Illustrated.

The Atari Video Computer System delivers profits year round. Of course we're gearing up for the traditional holiday rush. We're also making sure that existing Video Computer System owners come back for new cartridges all the time. What's more, we're finding that lots of people can't wait for Christmas and treat themselves to an early present and that means your Christmas can be year round, too.

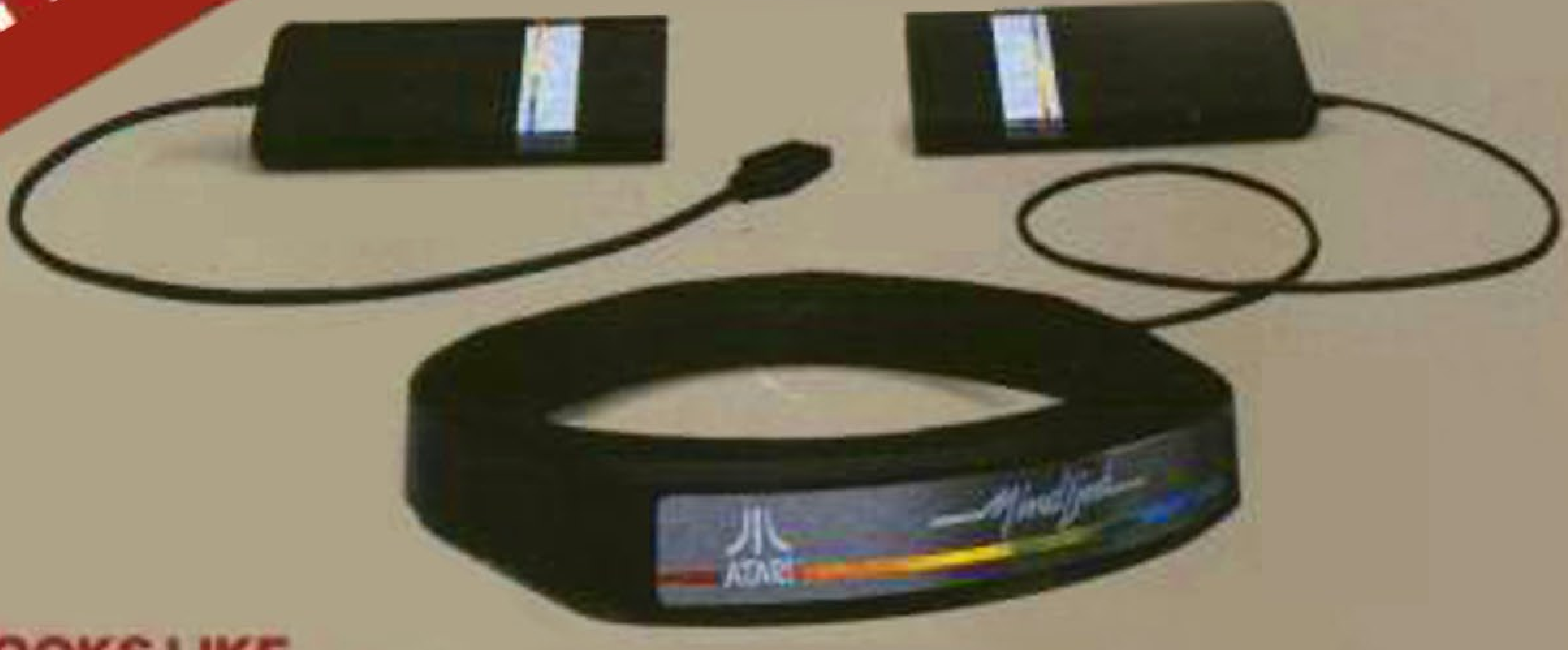
Now's the time to stock up thoroughly and merchandise aggressively. You'll be amazed how soon you have to reorder.

ATARI®
Innovative leisure
A Warner Communications Company

©Atari Inc., 1978

INTRODUCING THE MindLink™ SYSTEM

THE STATE OF THE ART— FOR THE STATE OF YOUR MIND



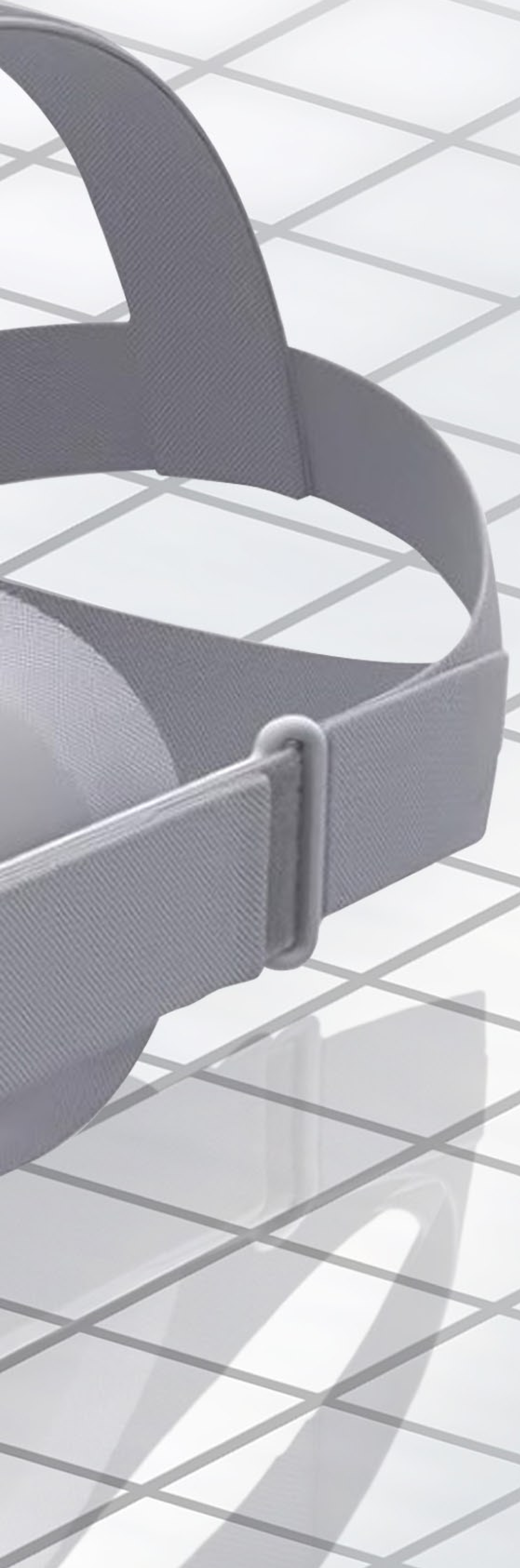
LOOKS LIKE MAGIC—WORKS BY RELAXATION

Atari MindLink lets you control your 2600 or 7800 ProSystem in ways never before possible, by the power of your mind alone. You guide it without moving your hands. MindLink sends electronic impulses from your brain to your game console—with no wires or cords between. It looks like magic—but works by relaxation. Special cartridges enable you to use MindLink to play exciting new games, to reduce stress with biofeedback programs, and to explore educational and creative software.

ATARI®

Printed in Taiwan
© 1984 ATARI, INC.,
For Graphics and Layout only
All Rights Reserved
051584 C025618-001 Rev. A
K. I. 9. 1984

ATARI



VR Games

Atari re-enters Virtual Reality.

While term "VR" or Virtual Reality didn't even exist until around 1985, Atari opened it's own VR project at the company’s Sunnyvale Research Lab in 1982, arguably the first commercial-lab devoted to digital VR development (previous efforts being government agencies and universities). The group, led by Scott Fisher, had a personal connection to VR pioneer Morton Heilig. Morton was the first to propose a personal "experience theater" in 1962 with patents and prototype work on the “Sensorama” which included a stereoscopic display, stereo audio and environmental effects such as wind and even smell. Atari's VR group even invited Morton to Atari’s conferences to discuss his work while Atari worked in bringing Sensorama from a mechanical analog design into the digital age and to the public with the Atari VR Arcade system. The timing of this nascent effort was cut short when the bottom dropped out of the video game market in late 1983 - causing the lab to be closed in 1984 as Atari swapped owners. The core of the Atari VR team later founded VPL Research that same year, while Scott Fisher walked down the road to work with NASA at Ames Research Center in Mountain View. All continued their pioneering research in motion tracking, data gloves, head-mounted displays and more.

Virtual Eventuality.

VR had a lot of false starts, particularly in the 1990s, as both the displays & computing horsepower always seemed to trail behind the dream. Even today, there’s a need to boost frame-rates & reduce lag to combat motion sickness, as well as making hardware more practical and affordable. However, it’s now showing vast improvement in potential.

VR

HTC Vive.

Born through a meeting of the minds between HTC CCO Phil Chen and Valve, the HTC Vive VR system was released to consumers in 2016. The HTC Vive is backed with native libraries from the Unity development toolkit, the Unreal Engine from Epic Games and most importantly - Valve's OpenVR software development kit, an updated version of the Steamworks VR API with a deep layer of documentation and developer support. In February 2017, Linux client support was added providing Atari VCS owners future access to the Steam library of VR titles.

What's in the box.

The Vive headset features a refresh rate of 90hz with a field of view of 110 degrees. Each OLED display provides a combined total of 2160x1200 pixels as well as a front-facing camera so users can see the room without removing the headset for safety. Software can also use the camera for proximity alerts to stationary or moving objects in the room. Controllers feature track-pads, grip buttons and dual stage triggers with enough battery-life for 6 hours of continuous play. Base stations aka : The Lighthouse Tracking system provide users a 360 degree virtual space up to 15 square feet in size.

What's next.

The Valve Pro Eye was introduced at the January 2019 CES and features integrated eye-tracking for foveated rendering for software optimization. Also introduced, the Vive Cosmos featuring 4 tracking cameras, a flip-up screen and extra accessibility for users who can't use regular motion controllers.

Hardware

OSVR HDK.

An Open-Source project from end to end, OSVR HDK is the most affordable VR solution provided by Sensics (leaders in VR displays and software) and Razer (consumer electronics). The “Open Source Virtual Reality Hacker Development Kit” was a group collaboration as early as 2013 to provide a truly open platform for VR development both in hardware and software. That means anyone can create either headsets or software using the OSVR guidelines and specifications as opposed to a closed ecosystem or OEM vendor-lock.

What’s in the box.

Whatever you want. The OSVR HDK is lightweight and modular. The headset can be easily modified with user-swappable parts such as the screen, optics and eyepieces, and even the entire casing. Rather than upgrade to future headset models, users can choose whatever upgrade path they see fit and only pay for that component. Additionally, Razer isn't preventing any manufacturer from developing their own custom solutions or add-ons - all royalty-free. It's not even outside the realm of possibility to create your own upgrades through 3D printed solutions.

What’s next.

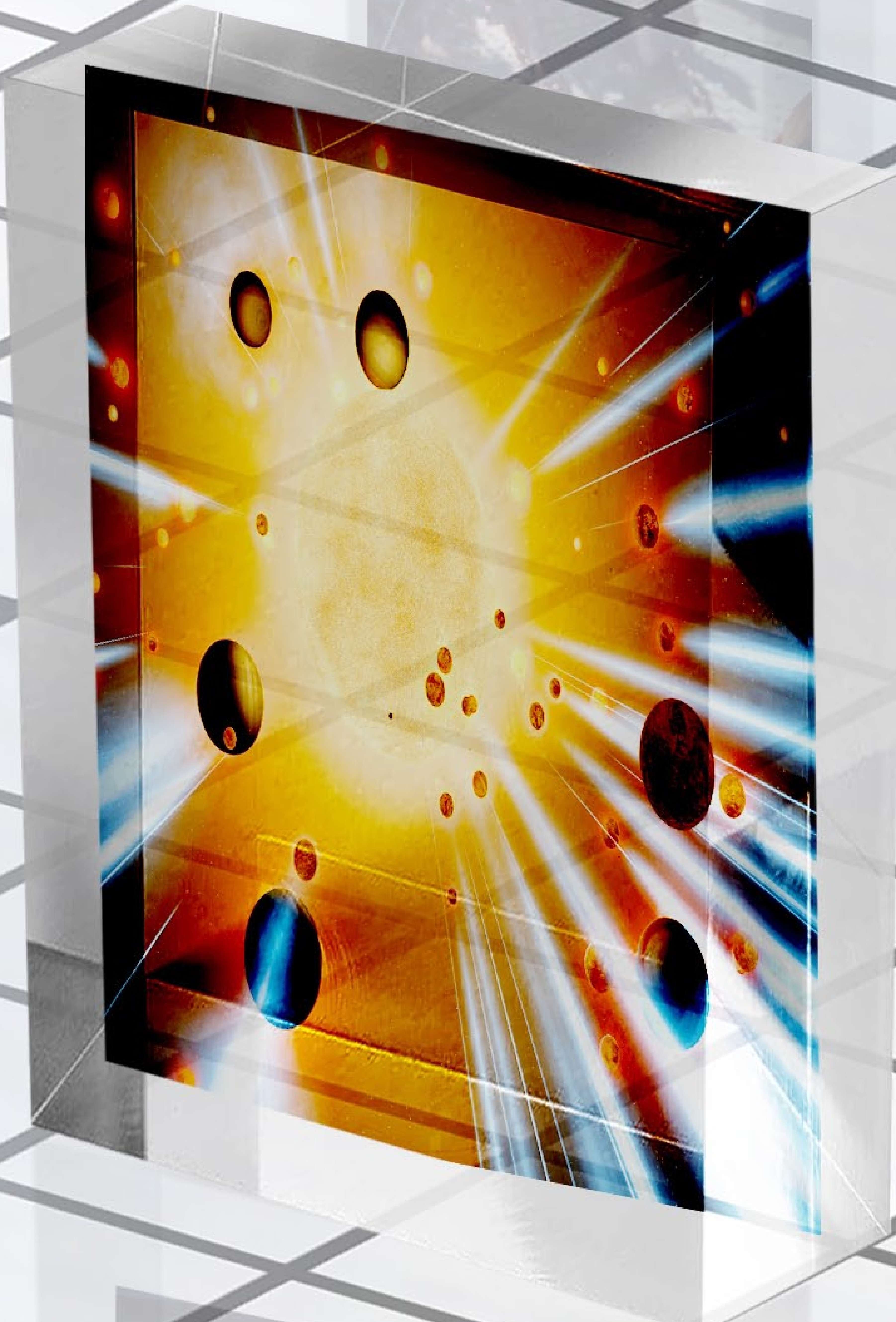
With support for all operating systems, the Atari VCS’ Linux underpinnings, all combined with open-ended SDKs, development libraries and hardware it would be quite-easy for Atari itself to market their very own hardware entry into the VR market-space with the OSVR platform & developer ecosystem - at a far cheaper cost of admittance - with far more upgrade paths for users.

VR

Universe Sandbox ^{2} VR.

Universe Sandbox ^{2} is the ultimate physics-based space simulator that allows you to create, destroy, and interact with the universe on an unimaginable scale. US^2 combines real-time gravity, climate, collision, and material interactions to reveal the beauty of our universe and the fragility of our planet. US^{2}VR provides the added ability to reach out and grab moons to fling them into the nearest planet. Cause epic collisions with massive planetary bodies leaving behind molten craters with a have of your finger. Sling planets into orbit, into each other or throw them into the sun with your bare hands. Build planets from scratch. Warp time. Combine galaxies. Create supernovas. All with real Newtonian mechanics. Be your own Thanos without all that tedious mucking-about collecting silly stones for your power-gauntlet.

PULSAR : Lost Colony.



A game about space exploration, inside a procedurally generated galaxy. Warp to multiple star-systems and upgrade/repair your ship when encountering trading posts. Shipboard combat is available for those wishing to engage in space piracy. Choose your player-class from Captain, to Pilot, Engineer, Scientist, or Weapons Officer. Single-player or multiplayer co-op is available for those who wish to fly with your own crew of friends, or a fleet of friends in their own spacecraft. Beam down to planets or chart the galaxy. PLC includes three playable factions: The Colonial Union, W.D. Corporation, and The Alliance of Gentlemen. Upcoming factions to include : the Fluffy Biscuit Company and a "secret faction" known as the Polytechnic Federation.

Software

The Talos Principle.

The Talos Principle is a Croatian-made narrative-based puzzle game where the player takes the role of a robot with an human-like consciousness. As you explore environments that include over 120 puzzles to unlock worlds of greenery, desert, and stone ruins brimming with futuristic technology. As you collect "sigils" and complete more puzzles, new puzzle elements appear. Crystalline refractors allow you to activate light-based switches. Boxes let the player climb to higher levels or to block the path of drones, and large fans can launch the player or objects. You also gain access to a device that can create a time recording of your actions to create clones and complete multiplayer puzzles. Features are only mentioned in this review because talking about the plot would spoil a game steeped in philosophy and Greek mythology.

The Unwelcomed.

The Unwelcomed is an escape-the-room (EtR) type game created for VR, inspired by such classics as Crimson Room. The game starts by inviting you to come to your late uncle's mansion to claim it as your own. However, once you arrive it's going to be hard to leave. Really hard. The Unwelcomed brings escape-room experiences which not only involve mind-bending puzzles and riddles, but creates a great atmosphere to accompany them. An atmosphere that feels right out of a horror-game, without all the lazy jump-scares. The Unwelcomed provides intimate psychological horror immersion through genuine tension & suspense, compared to run-of-the-mill shock-schlock, showcasing actual thought and effort. Puzzle lovers will feel right at home - if not wholly welcome.

SUPERS

Its arcade games look and sound so real it seems an illusion to have them at home.

Its sports games are so lifelike you could end up with sore muscles and a hoarse throat.

In fact, everything about the ATARI® 5200™ SuperSystem is designed to make your wildest expectations seem tame.

Its arcade-quality cartridges can't be played on any other system, not even with an adaptor.

Hits like PAC-MAN,[1] Centipede,™ Galaxian,[2] Star Raiders,™ Missile Command,™ Football and Soccer are here now. Others like Pole

This is the ATARI® 5200™ SuperSystem. The most versatile, controllable and enjoyable video game system you can buy.

---

[1] PAC-MAN and characters are trademarks of Bally Midway Mfg. Co., licensed by Namco-America, Ltd. [2] Trademark of Bally Midway Mfg. Co., licensed by Namco-America, Ltd. [3] Pole Position is engineered and designed by Namco Ltd., manufactured under license by Atari, Inc. Trademark and © Namco 1982. [4] Dig Dug is created and designed by Namco Ltd., manufactured under license by Atari, Inc. Trademark and © Namco 1982. [5] Kangaroo is produced under license from Sun Electronics Corporation. [6] Indicates trademark and © of Taito America Corporation 1982.

SYSTEM

Position,[3] Dig Dug,™[4] Kangaroo,™[5] Jungle Hunt,[6] Tennis, and Baseball are coming soon.

Its controllers have the only 360° joysticks on the market. A 12-position keypad. Plus start, reset, and the only pause button, all conveniently right in your hand.

Coming soon is a TRAK-BALL™ controller. An adaptor for ATARI 2600™ games. Even cartridges with human-sounding voice.

Compare the ATARI 5200™ with anything else and you'll see why we call it the Super-System. Because that's exactly what it is.

ONLY FROM ATARI®

A Warner Communications Company

© 1983 ATARI INC. All rights reserved.

Indie

The future belongs to independent gaming.

Sometimes it's a stepping-stone for developers and publishers to the mainstream. Sometimes it's destined to only appeal to niche-audiences. Whichever direction those who devote their careers and passions to indie games choose - it's going to be with us for a very long time. And the Atari VCS provides the ultimate platform for it.

Freedom from licensing.

Game licenses are a matter of life with traditional publishers. Whether it's the licenses required to distribute on a platform, licenses to restrict how the user can interact or modify a game or even game themes, to licenses on the tools and engines that power the product for the publishers and how they restrict development, distribution and use. Open Source tools and libraries abound to provide independent game designers the ability to eschew all of these and explore topics and ideas that might run against trends and tastes currently bound in layers of approvals. And no other platform provides more of these tools than Linux. And where there's Linux - there's the Atari VCS. Ready to power any idea from seed to deployment. Without limits.

The freedom to distribute without restrictions.

While most stores and distribution paths require a litany of do's and don'ts - Atari's embrace of Linux provides another channel outside of Atari's own storefront. Developers who choose this path will not be prevented from using the full power of the Atari VCS nor will users be prevented from running independent titles - all without hacks and extra modifications to their hardware.

Games

Freedom to iterate with your audience.

No longer are games a black-box of indifference. Now developers can adapt and change with their audience rather than a publisher's shareholders. With releases being digitally distributed, the final product is no longer final. It can evolve through collaboration and suggestions from the audience. Sometimes in real-time. More than a few titles have evolved from feedback derived from live-server play. Players often decide to create their own modes-of-play within the game world - making new goals and challenges for themselves often adapted and enshrined within future releases.

Freedom from risk.

Gabe Newell of Valve remembers the risk of publishing for previous consoles : *"The worst days were the cartridge days for the NES. It was a huge risk – you had all this money tied up in silicon in a warehouse somewhere, and so you'd be conservative in the decisions you felt you could make, very conservative in the IPs you signed, your art direction would not change, and so on. Now it's the opposite extreme: we can put something up and deliver it to people all around the world, or make changes. We can take more interesting risks."* Making a game today (and tomorrow) is only bound by the risk of investment (ROI) of time and the free and open-source tools and options available.

Freedom to choose.

Choosing the Atari VCS as a platform enables you to develop and iterate with a smaller more intimate audience. One that's even more likely to be working on games of their own. An audience of peers.

Steam

The future is Steam Powered.

Steam is not only the most popular choice for distributing games online on the planet, Valve's commitment to supporting Open-Source development and the Linux platform, has massive down-the-road benefits for the VCS. Atari will be supporting the VCS with their own storefront within AtariOS, but the breadth of Steam titles now available will be key in keeping the VCS in-the-game for Ubuntu users and other Linux OS repositories in-perpetuity.

Steam History.

After fledgling efforts at digital distribution of games in the 1980s and 1990s from console makers to game publishers like ID and other shareware publishers, true digital storefronts for the PC arrived once consumer connection speeds reached critical-mass. Steam was created by Valve in creating an ecosystem to support updates and future support for their own online game catalogue after Microsoft, Yahoo! and RealNetworks declined to build a client. Gamers wasted no time adoption, with it's beta introduction supported by over a quarter-million users before it's official release in September of 2003.

Steam Today.

Steam now boasts over 150 million users,19 million users daily and over 67 million playing monthly. With Asia, that number is growing exponentially with half the user-base fluent in Chinese thanks to currency and client localization. From 7 games at release in 2003, the library has now over 30 thousand titles and rising plus creation tools, DLC and videos numbering over 20 thousand.

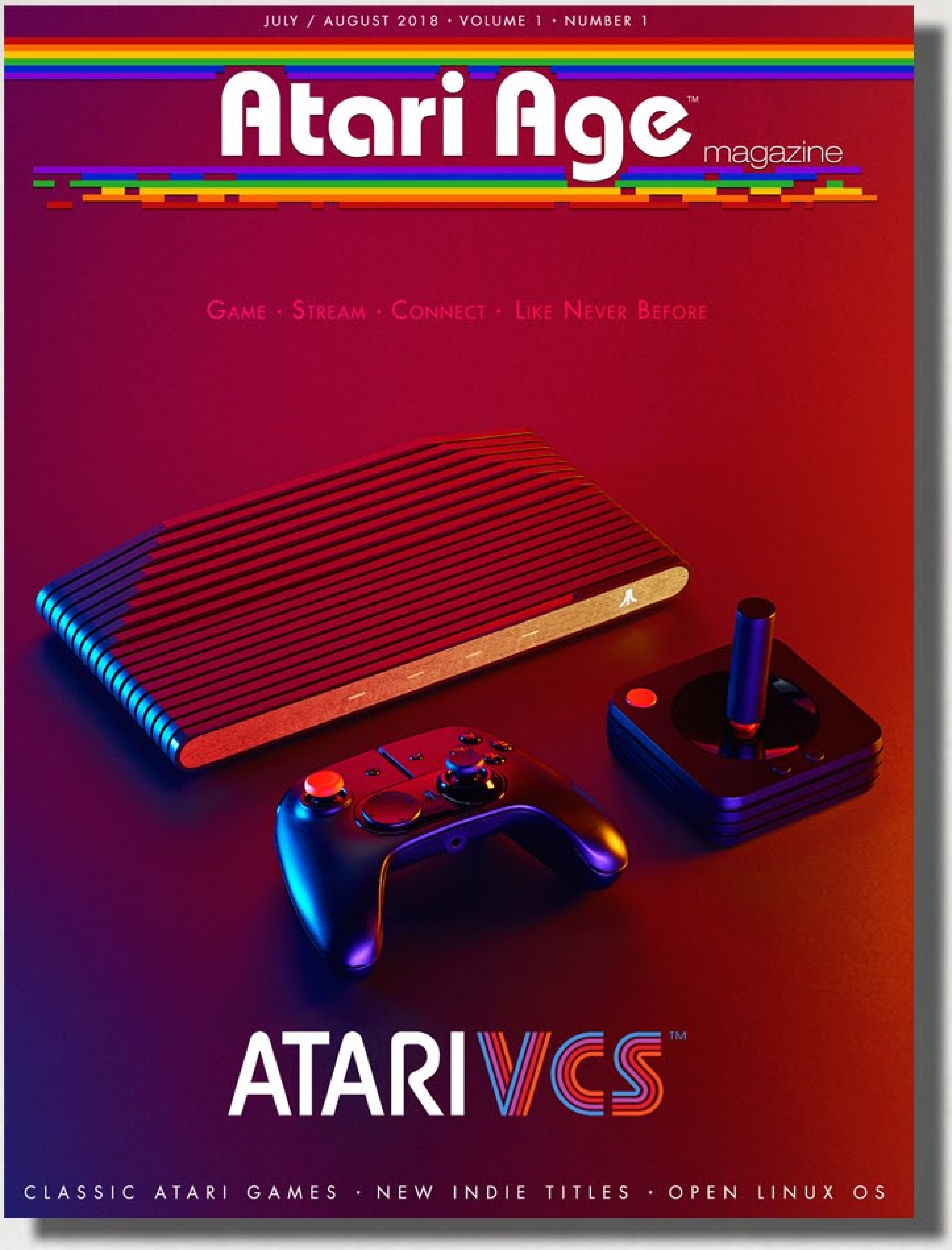
Games

Steam Play - now with Proton.

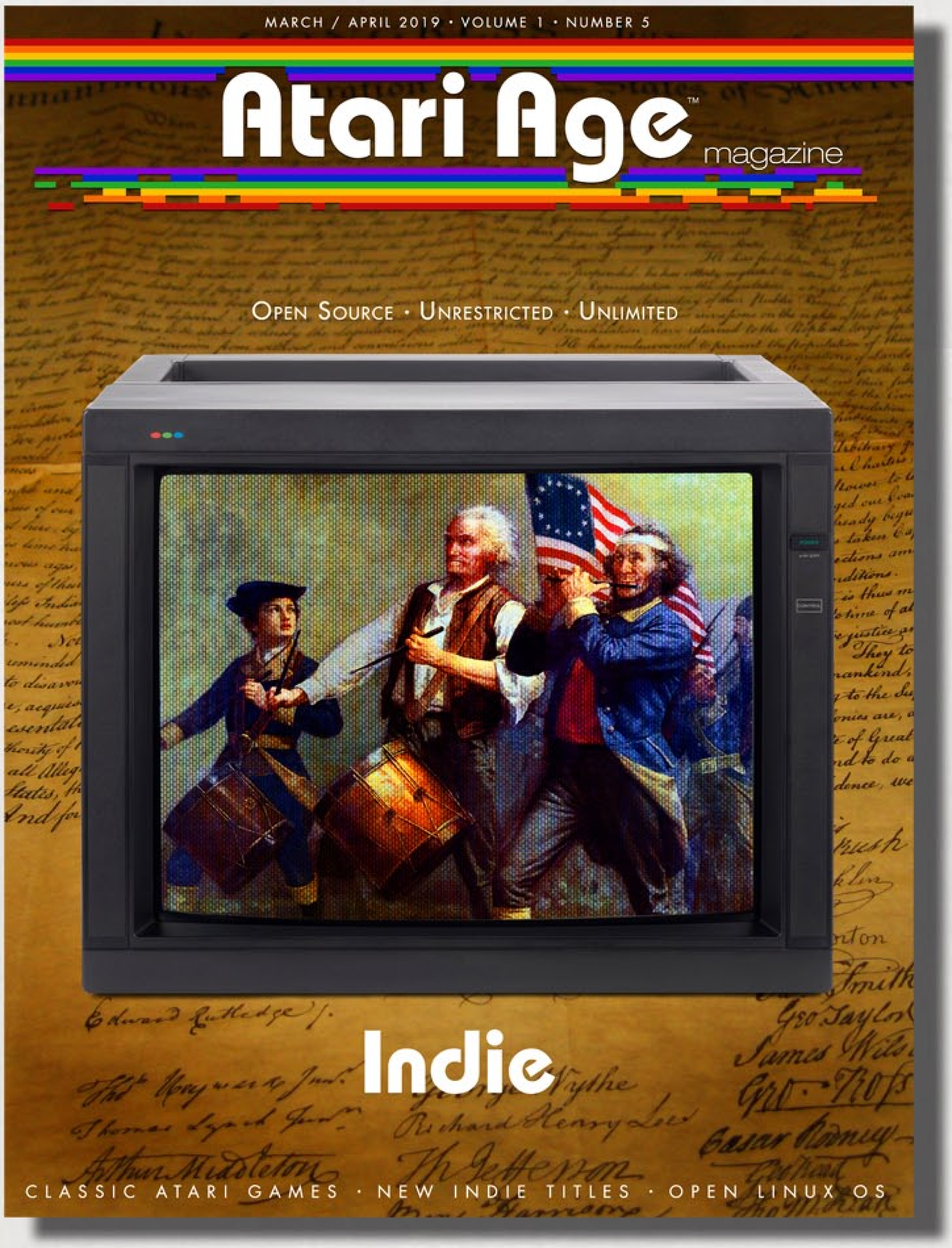
When SteamPlay was introduced it created a multi-platform ecosystem for customers who purchased games from the Steam library. Buying a title for each computer separately was finally upended with users now able to purchase a title and run it on any supported OS, and any computer with a Steam client anywhere and anytime free of charge. Steam Play has been evolving for Linux users, Linux being the open-source core of Valve's Steam Machine running SteamOS. Steam Machine stalled due to lackluster support from Valve's OEMs and issues with controllers (hello Atari 5200). At rollout, the Steam Machine was further stymied from limited support of Steam's overall game library. Steam Play is now addressing this by using their own fork of Wine called Proton. Windows games can now be installed and run directly from the Linux Steam client, complete with native Steamworks and OpenVR support. DirectX 11 and 12 implementations are based on Vulkan, resulting in improved game compatibility and reduced latency. Multi-threaded game performance has also been improved compared to vanilla Wine.

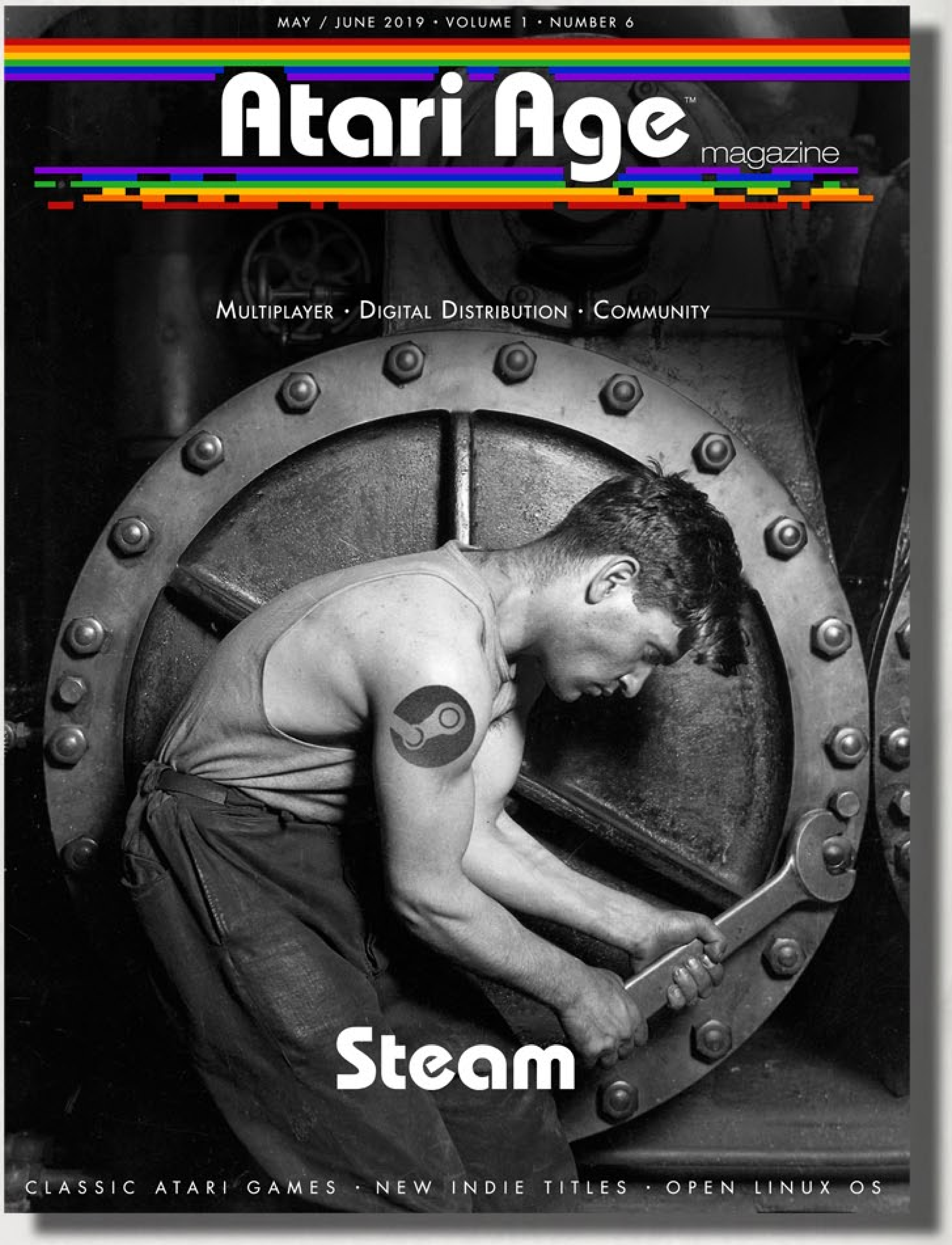
Steam Link.

Another reason for Steam Machine's failure was competition with another product from Valve - Steam Link. Introduced in 2015, Steam Link created a set-top-box link between player's PCs and their TV or media centers to permit their library to be played on the big-screen via in-home streaming. In November of 2018 it was discontinued with Steam Link now being available to link to mobile devices, smart televisions and the Raspberry Pi. Currently supporting home-networks primarily, Steam Link is poised to expand into the cloud-streaming as well as linux devices.

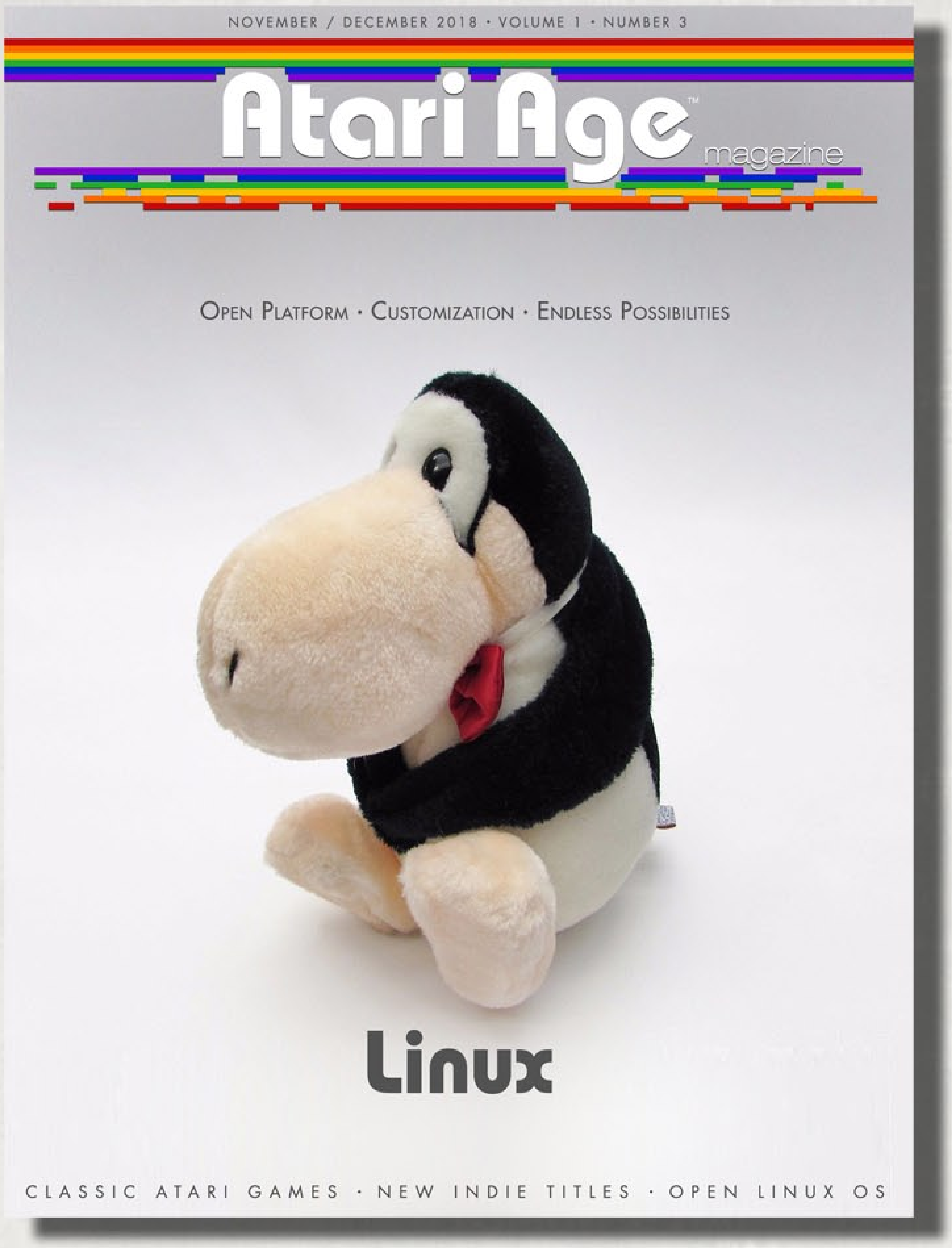

JULY / AUGUST 2018 • VOLUME 1 • NUMBER 1
Atari Age™ magazine
Game • Stream • Connect • Like Never Before
ATARI VCS™
CLASSIC ATARI GAMES • NEW INDIE TITLES • OPEN LINUX OS

SEPTEMBER / OCTOBER 2018 • VOLUME 1 • NUMBER 2
Atari Age™ magazine
RetroArch • Atari Vault • And More
Classic
CLASSIC ATARI GAMES • NEW INDIE TITLES • OPEN LINUX OS


MARCH / APRIL 2019 • VOLUME 1 • NUMBER 5
Atari Age™ magazine
Open Source • Unrestricted • Unlimited
Indie
CLASSIC ATARI GAMES • NEW INDIE TITLES • OPEN LINUX OS


MAY / JUNE 2019 • VOLUME 1 • NUMBER 6
Atari Age™ magazine
Multiplayer • Digital Distribution • Community
Steam
CLASSIC ATARI GAMES • NEW INDIE TITLES • OPEN LINUX OS

© 1982 Atari Inc.



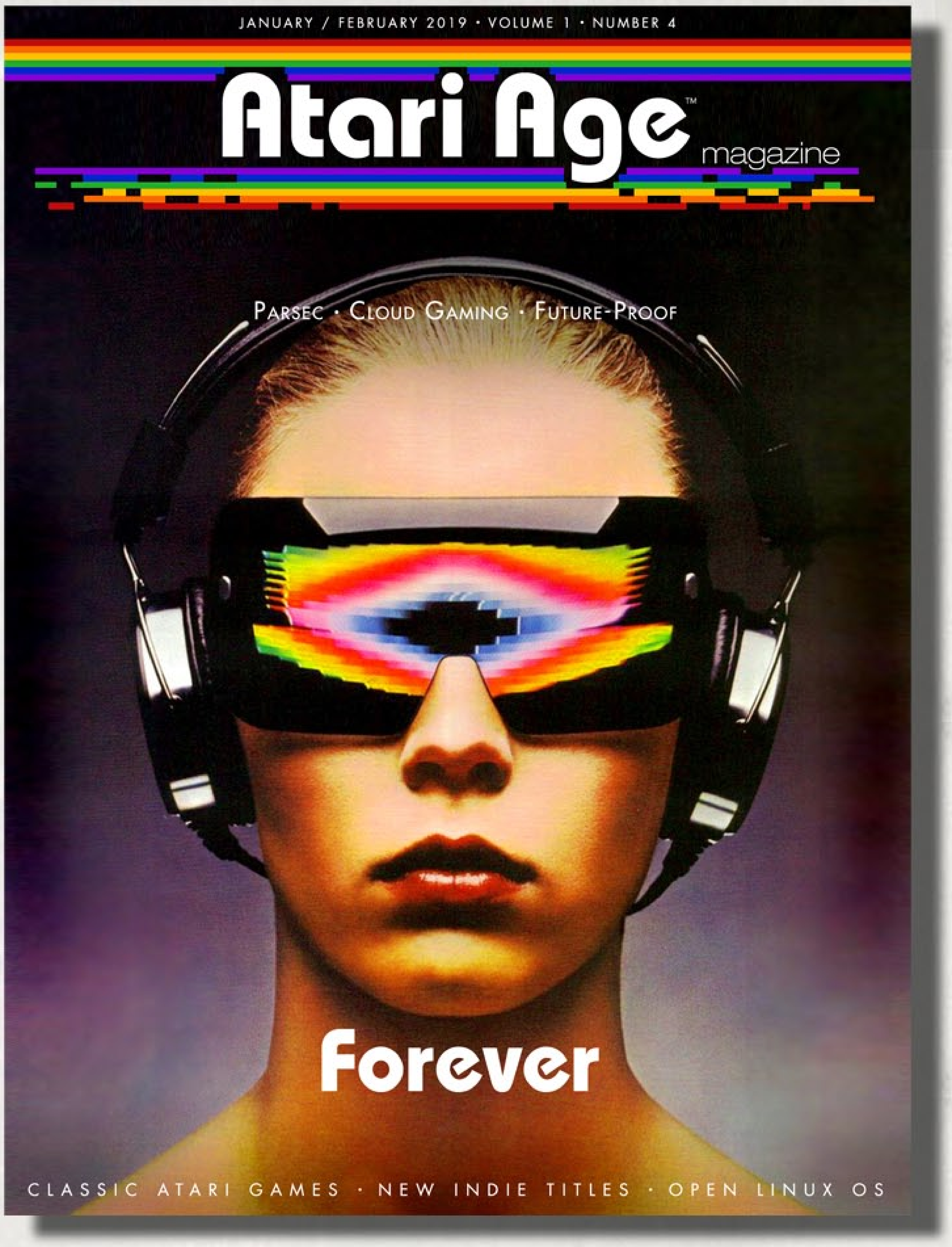
NOVEMBER / DECEMBER 2018 · VOLUME 1 · NUMBER 3

Atari Age™ magazine

Open Platform · Customization · Endless Possibilities

Linux

CLASSIC ATARI GAMES · NEW INDIE TITLES · OPEN LINUX OS



JANUARY / FEBRUARY 2019 · VOLUME 1 · NUMBER 4

Atari Age™ magazine

Parsec · Cloud Gaming · Future-Proof

Forever

CLASSIC ATARI GAMES · NEW INDIE TITLES · OPEN LINUX OS

TO BE CONTINUED.

At ATARI AGE MAGAZINE™ we design and write about the game system for the independent world that supports both indie players and developers.

And we plan to keep right on doing that.

After all, when you invest your time and money in a home video game, isn't it nice to know that the people at your magazine are doing the same?

ATARI AGE MAGAZINE™ EXCLUSIVELY SUPPORTS THE ATARI VCS™

HAVE YOU PLAYED ATARI® TODAY?

ATARI®

A Warner Communications Company

ATARI NEWS

TIAL
CASE No 16
ATARI
BERETTA GARDONE V.T.
FS – cal. 177/4,5mm
POLAROID

Behind the Scenes

Atari VCS Hardware Design Refinement.

There's a lot of work going on "under the hood" as Atari's engineers refine the circuit boards and hardware components inside the VCS, along with the cooling and power systems. These elements have an impact on how the components will go together and this of course means that the final product will be slightly evolved from the prototypes and appearance models. All of this will be for the betterment of the final Atari VCS that customers receive. Things that may end up being subtly and/or dramatically impacted on the finished device include the overall unit dimensions, placements of input and output ports and connections, system assembly, venting, weight, and cosmetic surfaces.

Atari VCS cosmetic surfaces.

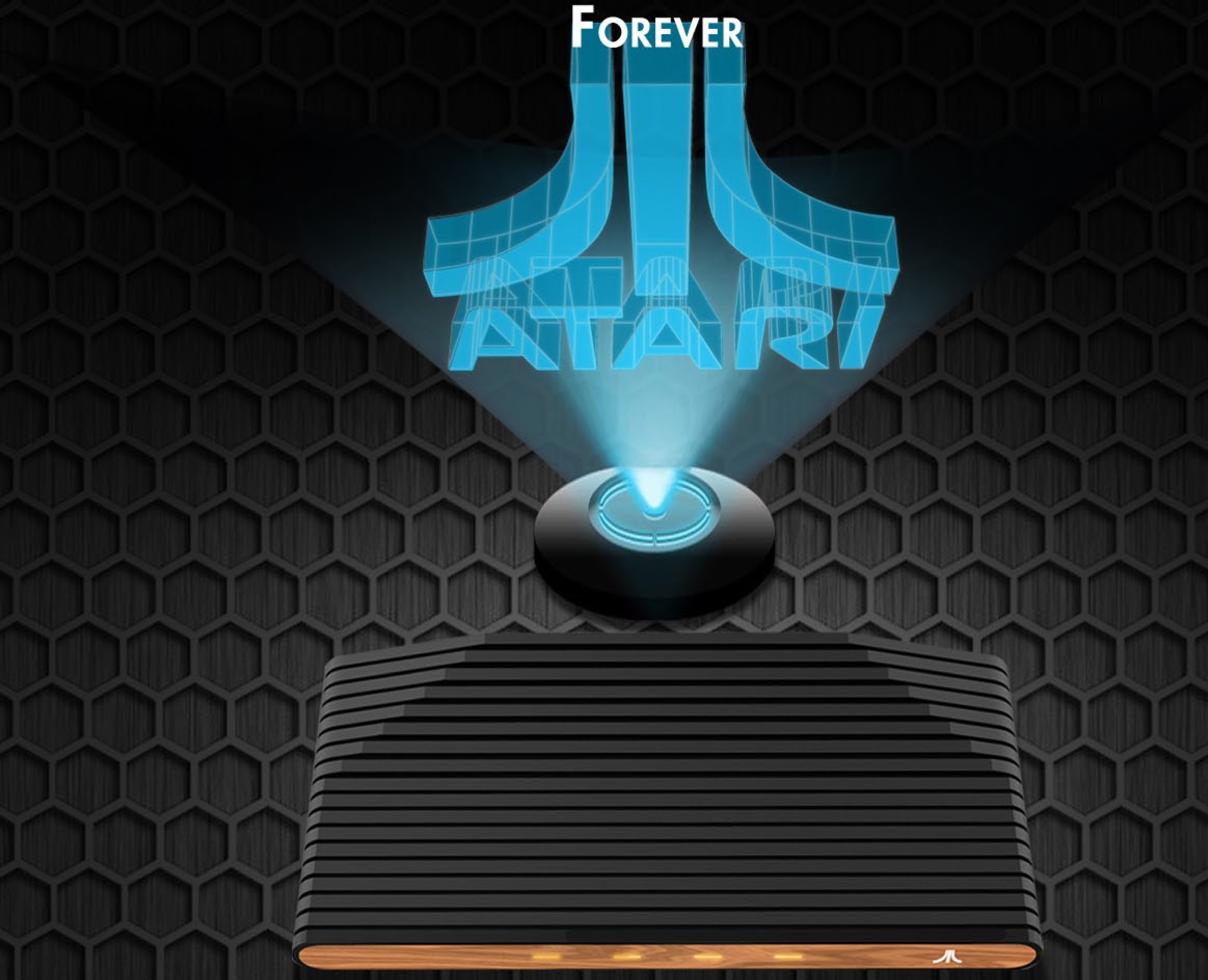
The design and engineering teams have been experimenting with the "real wood" teak samples that will appear on the Atari VCS "Collectors Edition" along with other woods and materials that could appear on later versions of the VCS. Some of the materials our suppliers can provide are downright awesome. We also have the ability to apply unique treatments to the entire unit body.

The Atari Classic Joystick.

Developed by the expert team at Power A, the Atari Classic Joystick has undergone a number of refinements. Atari officially announces that there will definitely be an upgraded "paddle" functionality in the stick for playing paddle intensive games like Breakout, Pong or Tempest.

– from Atari SA on Medium.com

WHAT YOU WOULD SAY TO A CONSOLE THAT GIVES YOU THE FREEDOM TO CREATE YOUR OWN GAMES WITHOUT RESTRICTIONS OR LIMITS



Yes

ATARI® VCS™

PREORDER @ ATARIVCS.COM

Coming Up

Indie.

Play without limitations. Create as well as consume. Test new titles in-development and provide instant feedback to the creators. Collaborate with a community of game designers. Iterate with your audience. Explore themes and content without restrictions, censorship or boundaries. Freedom and Independence awaits.

JULY / AUGUST 1982 · VOLUME 1 · NUMBER 2

Flashback

Atari in the 3rd Dimension.

With handheld games from Coleco and Mattel Electronics making inroads with the public in 1978, Pong creator Al Alcorn got Ray Kassar's blessing to develop a series of table-top games based on patents from Holosonics' creditors. Holosonics had developed holograms that could be viewed with ambient light or light bulbs instead of laser projections and printed on mylar vs glass.

Two "scenes" would be contained onto a single mylar, that could be illuminated from two different light sources, players would be presented with both a foreground and an interstitial image which would be presented during gameplay. The cost of each "cartridge" would be that of the hologram itself as the game-logic for all of the planned titles were contained in the console. The cartridge would contain an indentation that would tell the console which game to present on a grid of 42 LEDs. While simple in concept & execution and low in price, it was a large step forward in presentation vs the tiny abstract LED arrays presented by the competition. It also provided an extra layer of interaction similar to Atari's electromechanical projection racing game F1 (licensed from Namco) which would project different scenes depending on player-input.

Atari's own marketing was fully committed to the VCS and Al was left to promote Cosmos himself at the Winter CES of 1980. Learning from previous mistakes with Atari's Home-Pong, he presented it in private one-on-one viewings and secured orders for 250 thousand units. Afterwards, Atari informed Al that they were going to focus on video games & computers exclusively. Al then retired to "the beach" leaving Cosmos lost in space.

Contents.

1-2 Introduction
3-4 Parsec
5-6 Cloud Gaming
7-8 Wine
11-12 VR Games
13-14 VR Hardware
15-16 VR Software
19-20 Indie Games
21-22 Steam Games
25-26 Atari News
28 Coming Up
29-30 Flashback

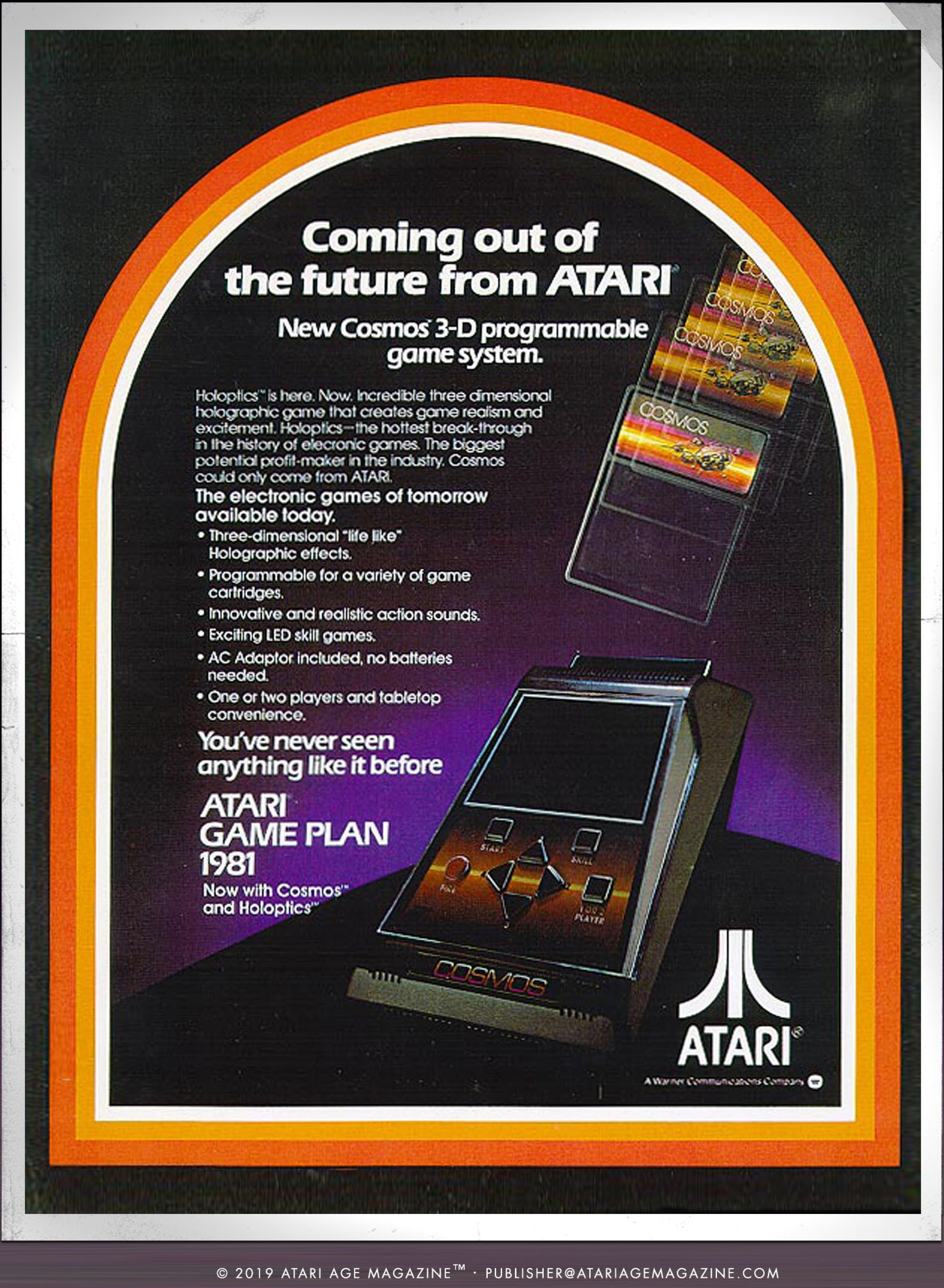
Legal.

©2019 Atari Age Magazine™. Atari Age Magazine is not affiliated with Atari SA® or its subsidiaries.

Reach out.

The new Atari Age Magazine™ is dedicated to remaining as independent as the new Atari VCS promises to be. We're also looking for developers who want to promote their new VCS game in a feature article, or publishers looking to advertise titles.

publisher@atariagemagazine.com


COSMOS
START
SKILL
FIRE
1 OR 2 PLAYER

Coming out of the future from ATARI®

New Cosmos® 3-D programmable game system.

Holoptics™ is here. Now. Incredible three dimensional holographic game that creates game realism and excitement. Holoptics—the hottest break-through in the history of elecronic games. The biggest potential profit-maker in the industry. Cosmos could only come from ATARI.

The electronic games of tomorrow available today.

- Three-dimensional "life like" Holographic effects.
- Programmable for a variety of game cartridges.
- Innovative and realistic action sounds.
- Exciting LED skill games.
- AC Adaptor included, no batteries needed.
- One or two players and tabletop convenience.

You've never seen anything like it before

ATARI® GAME PLAN 1981

Now with Cosmos™ and Holoptics™

ATARI®

A Warner Communications Company